

## "I Need a Green Axe": Using Video Game Knowledge in the Social Studies Classroom

Mark Austin Evans   Michael K. Barbour  
University of Georgia   Wayne State  
University  
maevans@uga.edu   mkbarbour@gmail.com

### Why?

- *"This sort of feels like the hammer in search of a nail phenomenon – here's a cool game, let's see if we can fit it into the social studies."*
- *"The main question I have with the proposal is the lack of examples of 'real' social studies classroom teachers using video games in their classrooms."*

### Why?

- Gentile, Lynch, Linder and Walsh (2004) found that 94% of the 600 grade eight and nine students they surveyed from four mid-Western high schools played video games for an average of nine hours each week
- Prensky (2006) estimated that the average student will have played more than 10,000 hours of video games by the time they graduate from college

### What Are They Playing?

- *Madden NFL, Kingdom of Hearts, Super Mario Bros., Tom Clancy's Ghost Recon and Grand Theft Auto* (i.e., the top five selling games of 2006 – see Kirdahy, 2006)
- *Mario, Pokémon, Sim, Final Fantasy and Madden NFL* (i.e., the top selling console game series of all time – see Wikipedia, 2007)

### What Are We Going To Do About It?